

LISTING OF CLAIMS

This listing of claims replaces all prior versions and listings of claims in the application.

1-67. (Canceled).

68. (Currently Amended) A system, comprising:

at least one digital storage medium comprising gaming software;

a gaming machine comprising at least one processor for verifying and executing gaming software of the at least one digital medium; and ~~in a gaming machine said system comprising:~~

an authentication agent apparatus, wherein said authentication agent apparatus is external to said gaming machine and further wherein said authentication agent apparatus:

transmits a verification algorithm to said gaming machine;

receives from said gaming machine an outcome of said verification algorithm applied to said gaming software;

compares said received outcome with an expected outcome; and

authenticates said gaming machine if said received outcome matches said expected outcome.

69. (Currently Amended) The system of claim 68, wherein an external agent apparatus prompts said gaming machine to request and execute said verification algorithm for said at least one digital medium, and enrolls said gaming machine when said received outcome matches at least one of a set of predetermined criteria.

70. (Currently Amended) The system of claim 68, wherein ~~the request and~~ execution of said verification algorithm by said gaming machine is carried out based on at least one of a request of said gaming machine, a request of a player of said gaming machine, a request of an authorized agent, and upon a randomly or periodically scheduled event.

71. (Currently Amended) The system of claim 68, further comprising a data ~~structure~~ storage device configured to historically store said received outcome.

72. (Previously Presented) The system of claim 68, wherein said verification algorithm comprises a verification signature.

73. (Currently Amended) The system of claim 68, ~~further comprising a wherein~~ the at least one processor of the gaming machine is further configured to process said verification algorithm to determine at least one of corruption of said at least one digital medium and tampering with said at least one digital medium.

74. (Currently Amended) The system of claim 68, wherein said authorization agent apparatus is remote to said gaming machine and coupled to said gaming machine via ~~further comprising~~ a communication link ~~between said authorization agent and said gaming machine~~ for transmission of said verification algorithm to said gaming machine.

75. (Currently Amended) A method for verifying gaming software of at least one digital storage medium in a system including a gaming machine and an external authentication agent apparatus, said method comprising:

transmitting a verification algorithm ~~to said gaming machine~~ from said external authentication agent apparatus to said gaming machine;

deriving an outcome of said verification algorithm applied to the gaming software of the at least one digital storage medium by execution ~~thereof of the verification algorithm by said gaming machine~~;

receiving with said authentication agent apparatus said outcome from said gaming machine;

comparing with said authentication agent apparatus said outcome with an expected outcome; and

authenticating said gaming machine with the authentication agent apparatus if said ~~derived~~ outcome matches said expected outcome.

76. (Currently Amended) The method of claim 75, further comprising prompting said gaming machine to ~~request~~ and execute said verification algorithm for said at least one digital medium and enrolling said gaming machine when said received outcome matches at least one of a set of predetermined criteria.

77. (Currently Amended) The method of claim 75, further comprising ~~requesting~~ and executing said verification algorithm based on at least one of a request of said gaming machine, a request of a player of said gaming machine, a request of an authorized agent, and upon a randomly or periodically scheduled event.

78. (Currently Amended) The method of claim 75, further comprising storing any received outcome from a said gaming machine for recollection thereof.

79. (Currently Amended) A gaming ~~[[device]]~~ machine comprising:
a gaming controller; and
a data storage device storing data files of games executed by the gaming controller and data corresponding to a valid verification signature, wherein ~~[[;]]~~
the gaming controller comprises an apparatus interface for loading data external from said gaming machine to said data storage device, and said apparatus transmitting an authentication agent; and a processor to process ~~said authentication agent~~ a verification algorithm received via the interface to derive a verification signature and compare said derived signature to said valid signature.

80. (Currently Amended) A method for presenting at least one game to a player at a gaming machine, said method comprising:

storing ~~at least one of one or more~~ program ~~files~~ ~~code and program data for the~~
at least one game in a digital storage medium;

transmitting via a communication link ~~at least one of a program code or program~~
~~file data and data corresponding to~~ a verification algorithm to said gaming machine from
an authentication agent apparatus;

processing said verification algorithm to derive an outcome of said one or more
program files for the at least one game via said gaming machine,

receiving said outcome from said gaming machine, [[and]]

comparing said received outcome to one of an authorized outcome stored in said
digital storage medium or transmitted with said verification algorithm to determine
whether the one or more program files are authentic, and

presenting said at least one game to the player at the gaming machine if the one
or more program files are determined to be authentic, ~~authorizing said transmitted~~
~~program code or program file data if said derived and stored outcomes compare.~~

81. (Currently Amended) The method of claim 80, wherein a player is unable to
play said at least one game until said one or more program files are determined to be
authentic, ~~receipt of said authentication result.~~

82. (Currently Amended) The method of claim 80, further comprising processing said verification algorithm in response to the requesting-said authentication result upon a player attempting to execute a game of the at least one game.

83. (Currently Amended) The method of claim 80, further comprising ~~providing at least one of program code and program data as a game configured for~~
downloading the one or more program files from the digital storage medium to
said gaming machine, and
initiating processing of said verification algorithm in response to downloading the one or more program files to said gaming machine ~~requesting said authentication result upon download of a game to said gaming machine.~~

84. (Currently Amended) The method of claim 80, further comprising triggering,
with an agent apparatus external to said gaming machine, triggering transmission of
said verification algorithm ~~data~~ and ~~at least said one of a program code or more~~
program files data.

85. (Previously Presented) The method of claim 80, further comprising
registering said outcome for an audit.

86. (Currently Amended) The method of claim 80, further comprising
transmitting a verification signature with said verification algorithm ~~data as a verification~~
~~signature.~~

87. (Currently Amended) The method of claim 80, further comprising processing said verification algorithm for identification of at least one of corruption of said one or more program files stored on said ~~at least one~~ digital storage medium and tampering with said one or more program files stored on said ~~at least one~~ digital storage medium.

88-94. (Canceled)

95. (Currently Amended) A system for monitoring a gaming machine, said system comprising:

an authentication agent apparatus; and

a regulating agent apparatus to [[for]] monitor[[ing]] at least a portion of said gaming machine,

wherein said regulating agent apparatus generates a request for an authentication agent apparatus, and

wherein said authentication agent apparatus is configured to:

transmit a verification algorithm to said gaming machine;

receive from said gaming machine an outcome of said verification

algorithm applied to at least said portion of said gaming machine;

compare a received outcome from [[a]] said verification algorithm at said gaming machine with an expected outcome; and

authenticate said gaming machine if said received outcome matches said expected outcome.

96. (Canceled)

97. (Currently Amended) The system of claim 95, wherein said regulating agent apparatus is ~~an external agent~~ located remotely from said gaming machine and to remotely monitor[[s]] at least [[a]] said portion of said gaming machine.

98. (Currently Amended) The system of claim 95, wherein
said regulating agent apparatus monitors all data stored in a digital storage
medium of said gaming machine, and ~~wherein~~
said authentication agent apparatus verifies the integrity of said data stored in
said data storage medium of said gaming machine.

99. (Currently Amended) The system of claim 95, wherein said authentication
agent apparatus is configured to verify that said gaming machine satisfies local gaming
regulations.

100. (Currently Amended) The system of claim 95, wherein said regulating
agent apparatus monitors software and peripheral devices of said gaming machine.

101. (Canceled).

102. (Currently Amended) The system of claim 95, wherein said authentication
agent apparatus via said received outcome of said verification algorithm detects
tampering or rigging of software within said gaming machine.

103. (Currently Amended) The system of claim 95, wherein said authentication
agent apparatus authenticates data stored on a digital storage medium in said gaming
machine based upon said received outcome of said verification algorithm.